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What is claimed is:

- 1 1. A method of changing a value of a gaming token, the method comprising:  
2 associating a first non-zero value with a gaming token;  
3 detecting an event; and  
4 in response to detection of the event, associating a second non-zero value  
5 with the gaming token, the second non-zero value being different from the first  
6 non-zero value.
- 1 2. The method of claim 1, wherein the gaming token includes a memory, and  
2 the associating steps respectively include storing the first and second values in the  
3 memory.
- 1 3. The method of claim 1, wherein the associating steps respectively include  
2 storing the first and second values in a database entry that corresponds to the gaming  
3 token.
- 1 4. The method of claim 1, wherein the detected event is insertion of the  
2 gaming token in a gaming device.
- 1 5. The method of claim 4, wherein the gaming device is a slot machine.
- 1 6. The method of claim 1, wherein the detected event is a period of time that a  
2 player has played a gaming device.
- 1 7. The method of claim 6, wherein the gaming device is a slot machine.
- 1 8. The method of claim 1, wherein the detected event is a number of times  
2 that a player has played a gaming device.
- 1 9. The method of claim 8, wherein the gaming device is a slot machine.
- 1 10. The method of claim 1, wherein the detected event is discharging of the  
2 gaming token from a gaming device.
- 1 11. The method of claim 10, wherein the gaming device is a slot machine.

- 1 12. The method of claim 1, wherein the detected event is placing the gaming  
2 token in proximity to a value-changing device.
- 1 13. The method of claim 12, wherein the value-changing device includes  
2 magnet means for changing a magnetic state of a component of the gaming token.
- 1 14. The method of claim 1, wherein the second non-zero value is greater than  
2 the first non-zero value.
- 1 15. The method of claim 1, wherein the second non-zero value is less than the  
2 first non-zero value.
- 1 16. The method of claim 1, further comprising:  
2 displaying at least one of the values.
- 1 17. The method of claim 16, wherein the displaying step includes displaying  
2 the at least one of the values by means of a display device mounted on the token.
- 1 18. The method of claim 1, wherein the gaming token includes a memory for  
2 storing a token identifier, the method further comprising:  
3 receiving the token identifier.
- 1 19. The method of claim 1, further comprising:  
2 transmitting the second non-zero value to the gaming token.
- 1 20. The method of claim 19, further comprising:  
2 receiving the second non-zero value from the gaming token.
- 1 21. A system for changing values of gaming tokens, the system comprising:  
2 a plurality of gaming tokens;  
3 means for associating a first non-zero value with one of the gaming tokens;  
4 detecting means for detecting events; and  
5 means, responsive to said detecting means, for associating a second non-  
6 zero value with said one of the gaming tokens, the second non-zero value being  
7 different from the first non-zero value.

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- 1 22. The system of claim 21, wherein each of the gaming tokens includes a  
2 memory for storing data indicative of a value of the respective token.
- 1 23. The system of claim 21, wherein each of the gaming tokens includes a  
2 memory for storing a token identifier for the respective token.
- 1 24. The system of claim 23, further comprising database means for storing data  
2 indicative of respective values of the plurality of tokens.
- 1 25. The system of claim 21, further comprising at least one gaming device for  
2 detecting values associated with the gaming tokens.
- 1 26. The system of claim 25, wherein the at least one gaming device includes a  
2 slot machine.
- 1 27. The system of claim 21, wherein the detecting means includes means  
2 associated with a gaming device for detecting insertion of the gaming tokens into  
3 the gaming device.
- 1 28. The system of claim 27, wherein the detecting means includes means  
2 associated with a gaming device for detecting discharging of the gaming tokens  
3 from the gaming device.
- 1 29. The system of claim 21, wherein the detecting means includes a player  
2 tracking system.
- 1 30. A gaming token comprising:  
2 a token body; and  
3 a device mounted in the token body for outputting a signal detectable by a  
4 holder of the token to indicate a status of the gaming token.
- 1 31. A gaming token comprising:  
2 a token body; and

1 39. The method of claim 38, wherein the data stored in the memory is value  
2 data indicative of a value of the gaming token.

- 1 40. The method of claim 39, further comprising:  
2 detecting an event;  
3 in response to detection of the event, updating the value data stored in the  
4 memory; and  
5 displaying on the display device updated information that represents the  
6 updated value data.
- 1 41. The method of claim 39, further comprising:  
2 redeeming the gaming token; and  
3 in response to redemption of the gaming token, updating the value data  
4 stored in the memory.
- 1 42. The method of claim 41, wherein the redeeming step includes inserting the  
2 gaming token into a gaming device.
- 1 43. The method of claim 42, wherein the redeeming step includes inserting the  
2 gaming token into a slot machine.
- 1 44. The method of claim 38, wherein the data stored in the memory is a token  
2 identifier for identifying the gaming token.
- 1 45. A method of redeeming a gaming token, comprising:  
2 providing a gaming token that includes a memory;  
3 storing in the memory value data indicative of a value of the gaming token;  
4 inserting the gaming token into a gaming device; and  
5 in response to the insertion of the gaming token into the gaming device,  
6 updating the value data stored in the memory.
- 1 46. A memory device storing a database, the database comprising a plurality of  
2 entries, each of said entries including:  
3 a first field for storing a token identifier that identifies a particular gaming  
4 token; and  
5 a second field for storing value data that represents a value associated with  
6 the gaming token identified by the token identifier stored in the first field.



3 determining means, connected to the reading means and the communication  
4 means, for determining whether a prize has been won; and  
5 display means, responsive to the determining means, for displaying an  
6 indication that a prize has been won.

1 55. A method of administering a game, the method comprising:  
2 providing a gaming token that includes a display;  
3 using the display to display information; and  
4 determining a game outcome on the basis of the displayed information.

1 56. The method of claim 55, wherein the displayed information is  
2 alphanumeric information.

1 57. The method of claim 55, wherein the game is bingo.

1 58. The method of claim 55, wherein the game is a drawing.

59. A method of operating a gaming device, the method comprising:  
receiving a payment from a player;  
generating a credit corresponding to the received payment;  
representing the credit as a displayed set of at least one virtual token;  
associating a use number with each virtual token;  
identifying at least one virtual token for betting;  
determining a play outcome; and  
on the basis of the play outcome, updating the displayed set of at least one  
virtual token.

1 60. The method of claim 59, wherein the receiving step includes receiving  
2 currency inserted into the gaming device.

1 61. The method of claim 59, wherein the receiving step includes receiving at  
2 least one gaming token inserted into the gaming device.

1 62. The method of claim 59, wherein the receiving step includes receiving a  
2 transfer by means of a payment card.

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- 1 71. The gaming device of claim 70, wherein the display means and the means  
2 for identifying include a touch screen.

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